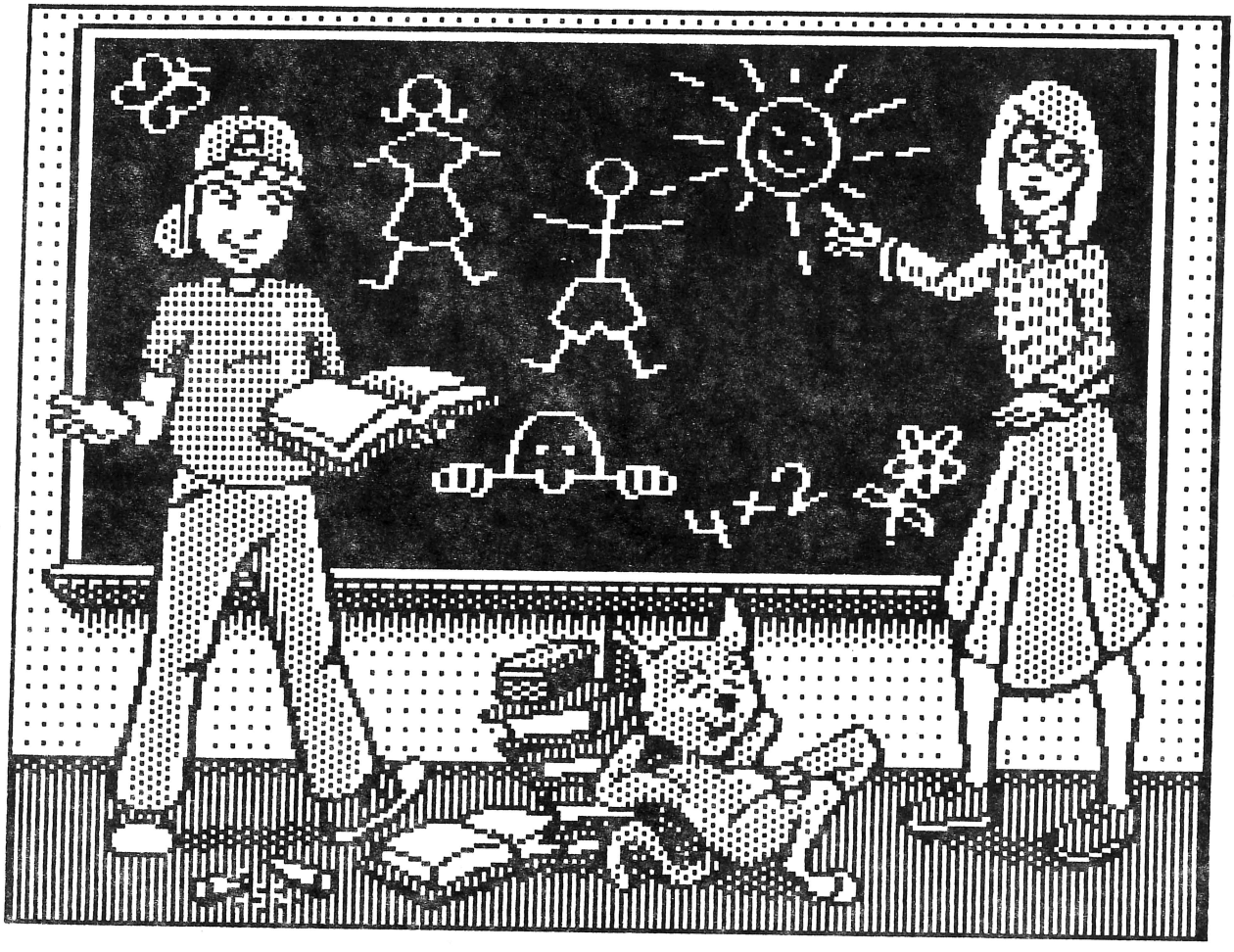
BANNER BOOKS™

YOUR SCHOOL DAY

Apple II Family 128K



User's Manual

Toucan
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Banner Books™ :
YOUR SCHOOL DAY

Apple II Family 128K

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Banner Books™:

YOUR SCHOOL DAY

Introduction

Now, writing and illustrating stories on the computer is even easier. With ***Banner Books***™, gone are the days of having to work on one background at a time! Students can scroll through their storyline, design up to three backgrounds at one time, and print out a Banner Book up to 90 feet long!

After students select a number of linked backgrounds, they can watch as they move them by on the screen. The horizontal scrolling feature is ideal for teaching story sequencing skills. Next, students can design their Banner Book pages with clip art and text. Because the whole book prints out sequentially in a horizontal format, you'll be able to display the printouts around your classroom as "book borders" or along your hallways. The program prints out in three sizes. The miniature size is ideal for creating comic strips, as well as, giving students a size they can bring home and share with family and friends. In addition, the Banner Book programs are compatible with all of the graphics from the Creative Writing Series.

Your Time Will Be Well Spent...

Initially, it takes some extra time to "set up" your Banner Book. You'll be starting off by selecting a number of backgrounds and deciding where to position them within your banner. But once you've finished, your actual design time (stamping clip art and writing text) will be easier and quicker. And of course, being able to print out multiple backgrounds (versus one at a time) is a real time-saver!

The program includes a variety of colorful backgrounds, typestyles, and a wide assortment of clip art. With this easy-to-follow guide, you and your students will be able to use this program in just minutes! Have fun!

Equipment You'll Need:

- Apple II family or Macintosh LC with IIe Card
- Program Disk
- Monitor (color recommended)
- Printer
- Apple Mouse (optional)
- Blank Disks
- Additional Art Disks (optional)

Loading the Program

To load the program:

1. Insert the program, label facing up, into Drive 1.

2. Turn on your monitor and computer. If the computer is already on, press the Control, , and Reset keys at the same time.

3. When the **Main Menu** appears, you're ready to begin.

Refer to the **Reference Guide** for step-by-step instructions on how to use each of the **Main Menu** options.

Documentation

There are three sections of the documentation: the Reference Guide, the Creative Activities Guide and the Art-at-a-Glance Booklet. Each section is described below.

The Reference Guide
This provides step-by-step instructions for using each feature of the program. Refer to the Reference Guide the first time you use the program and when you have specific questions about a particular feature.

The Creative Activities Guide
This guide provides teachers with classroom activities and helpful hints.

Art-at-a-Glance
Displays the backgrounds and clip art included with the program.

REFERENCE GUIDE

This Reference Guide provides step-by-step instructions for designing your Banner Books. If you are using the 3.5" version, the entire program is included on one disk. If you are using the 5.25" version, the contents of each disk are:

- **DISK ONE:**

Side one: Program
Side two: Backgrounds

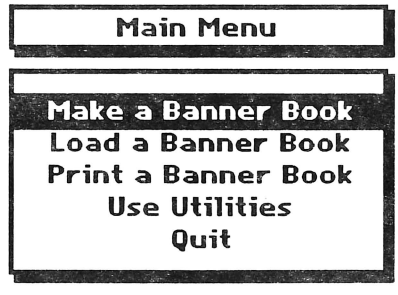
- **DISK TWO:**

Side one: Clip Art
Side two: Clip Art and Fonts

If you are using the 5.25" version, you will be flipping the disks periodically during the use of the program. A prompt will appear telling when you need to switch disks.

The Main Menu

First, insert your ***Banner Books™: Your School Day*** disk into the disk drive. If you have two disk drives, insert a blank disk into the second disk drive (a formatted data disk is required by this program). To boot, turn on your computer with the program disk in the drive, or press the , **Control** and **Reset** buttons simultaneously with the computer already on. The **Main Menu** will automatically appear. There are five options listed:



To select an option from this or any other menu, simply use the Mouse or Arrow Keys to highlight the option you want, and press Return. If you do not have a formatted work disk, select **Use Utilities** and **Format a Disk** first (see the Utilities section). Unlike other programs, every time you press Esc or make a change to your Banner Book, the program will need to save to your work disk.

Make a Banner Book

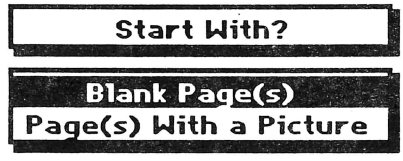
Choose **Make a Banner Book**. A message will appear asking "How many panels do you want in your Banner Book?" (1-18 on a 5.25" disk and 1-99 on a 3.5" disk). Enter a number and press Return. The program will pause while it searches for a work disk. The **Save Banner Book** file list will appear. Type in a name for your Banner Book and press Return. Again it will pause, while it creates and saves an area for your Banner Book pages.

The **Start With? Menu** will appear.

> ***Note:*** *Your work disks are limited to the storage space available. Therefore, if you are using a 5.25" disk and want to make a banner that is 99 panels long, you have to use several disks and create several separate Banner Books.*

Start With?

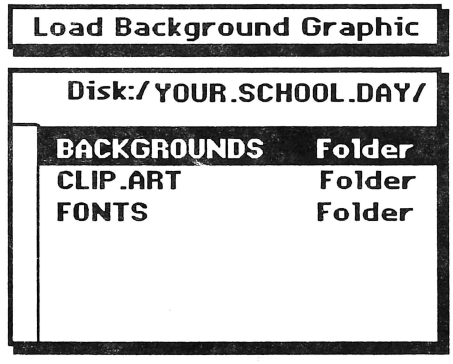
The **Start With? Menu** appears with two choices:



Choosing **Blank Page(s)** will give you a blank background to work on and display the **Options Menu**. Selecting **Page(s) With a Picture** will bring you to the **Load Background Graphic Menu.**

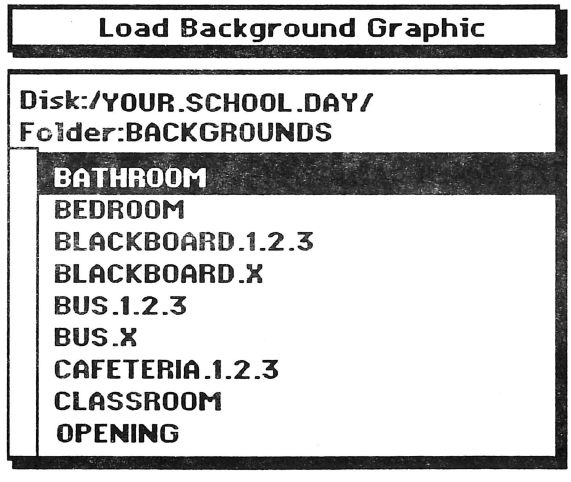
...Load Background Graphic

If you're using more than one drive, press Tab to access the program's **Load Background Graphic Menu**. If you are using the 5.25" disks, you will have to insert the disk side with backgrounds (disk 1, side 2) and a list of backgrounds will appear. If the menu appears empty, press tab until the correct disk drive is accessed. If you are using the 3.5" version, you will have the choice of opening the following folders:



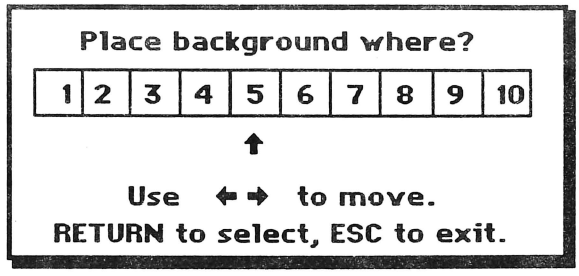
NOTE: You can also select a background graphic from any of the other ***Banner Book***™ *programs. Insert the new background disk into any drive and press the Tab key or click on the word "DISK" with the Mouse. This procedure will access the newly inserted disk.*

Open the **Backgrounds** folder and a list of backgrounds will appear:



Most of the backgrounds included with the Banner Books program are drawn over three panels. Notice that certain backgrounds include a name and the numbers ".1.2.3" after them. These numbers indicate that the background set includes three panels. Supplements to these backgrounds will have ".X" written after them, which we call extensions. These are single panels that you can insert to expand your previously chosen background. The other backgrounds are made up of single panels. Please refer to the Art-at-a-Glance booklet to see which panels the extensions could be added to.

Highlight the background of your choice and press Return. The **Place Background Where? Menu** will appear displaying the number of panels in your Banner Book. Use the Arrow Keys or Mouse to move the black arrow to where you want to place the background and press Return.



A miniature representation of that portion of your banner will appear. Three screens are shown, beginning with the panel you selected. A flashing box shows where the background will be placed.

> ***Note:*** *This comes in handy in case you place a three-panel background on the last or second to last banner panel. If you were to place the background in those areas, you would lose the parts of the background that have no banner panels to be saved onto (for example, if you placed a three panel background on the last banner panel, only the first panel of the background would be saved). It will also show you if you are about to overlap one background over another.*

Press Return to place the background or press Esc to return to the **Place Background Where? Menu** to select a new location for your panel.

When you press Return, the "Saving" prompt will appear, while the program saves your banner to a work disk. The **Load Background Graphic Menu** will appear. Continue to choose backgrounds to add to your banner. When finished, press Esc twice to get to the **Options Menu**.

Included with the backgrounds is a blank background called **BLANK.PANEL**. You can select this background to blank out any of your banner panels one at a time. This is handy, if you decide to insert only text or clip art between backgrounds.

Note: Remember, if you chose a background graphic with the numbers .1.2.3 after the name--that background set will take up three panels. We're sure you'll find the Banner Planner helpful for keeping track of your banner background placement.

Using Creative Writing Series Backgrounds and Clip Art

The program was designed so that you can use the backgrounds and clip art from any of the **Creative Writing Series** programs. However, when using backgrounds, you cannot load them directly from the program disks. To access any Creative Writing Series backgrounds, you must boot up your Creative Writing Series (CWS) program (Monsters and Make Believe™, Dinosaur Days™, etc.), select the backgrounds you want and save them onto a work disk . Next, boot up the Banner Book program. Select the number of panels to make a Banner Book as previously discussed. Then, open the **Background Graphic** folder from the **Design Menu**. Tab over or insert your work disk. A list of your backgrounds will appear. See **Background Graphic** for further information. Clip art can be accessed from any of the programs in the CWS. Open the clip art folder, insert the CWS disk, and press Tab. A menu will appear listing your new set of clip art categories. See the **Clip Art** section for further information.

Load a Banner Book

Select **Load a Banner Book.** The program will search your work disk for saved files. Choosing **Load a Banner Book** will let you load a *previously saved* creation from your own formatted work disk. The **Load Banner Book Menu** will appear, showing the files that you have saved. Scroll up or down using the Arrow Keys and press Return when the file you want is highlighted. Your file will be opened and the **Options Menu** will appear.

Note: If you have a Mouse, you can substitute it to scroll instead of using the Arrow Keys. You can click on items using the Mouse instead of pressing Return.

Print a Banner Book

Select **Print A Banner Book**. The **Load Banner Book Menu** will appear. Highlight the file you want to print and press Return. (If the file is inside a folder, you will have to open the folder first.) The **Print Menu** will appear. See the *Print* section for further information.

Use Utilities

Select **Use Utilities** to go directly to the **Utilities Menu**.

Quit

Selecting **Quit** allows you to get out of the program entirely.

The Options Menu

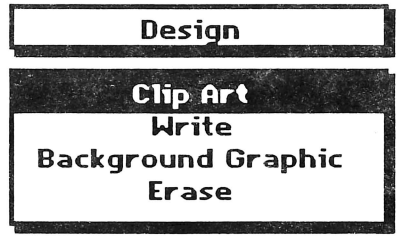
This menu presents the following options:

See My Banner

Select **See My Banner**. The **Go to which panel? Menu** will appear. Move the black arrow to choose the panel you want to go to and press Return. A message asking you to "Use arrows to see panels" will appear. Press any key and use the Arrow Keys or Mouse to view your banner. Press Esc to return to the **Options Menu**.

Design My Banner

Select **Design My Banner**. A **Design Menu** will appear with the following choices:



When you select any of these options, you will be able to work on the panel number you choose plus two panels.

... Clip Art

Select **Clip Art** if you want to add clip art graphics to your Panel(s). The **Go to which panel? Menu** will appear. Move the black arrow to choose the panel you want to go to and press Return. If you are using the 5.25" version, you will be asked to insert the **Clip Art Disk** (Disk 2, Side 1, 2) in any drive and press Return. If you're using the 3.5" version, the **Load Clip Art Menu** will appear.

When the **Load Clip Art Menu** appears, select a clip art category by moving the highlight bar to the desired category and pressing Return. Each category contains several pieces of art. Refer to the *Art-at-a-Glance* booklet to see which clip art is in each category. A Help screen will appear explaining the key commands to use while working with clip art. Press any key to remove the Help screen.

> *NOTE: The **Help Screen** is accessible from any screen by pressing ⌘?.*

The first piece of clip art from the category you selected will appear in the center of the screen. Press the Space Bar to view the different pieces of clip art. Use the Arrow Keys or Mouse to move the clip art anywhere on the three panels. Press Return to stamp. Press Delete to undo clip art.

> *Note: If you want to continue to use the same clip art category on a different set of backgrounds, press the **G** Key. This will access the **Go to which panel? Menu**. Select a panel number and press Return. Your file will be saved and your panel selection will be opened.*

To exit a clip art category, press Esc. This will return you to the **Load Clip Art Menu**. Press Esc twice to return to the **Design Menu**.

Moving Clip Art

Pressing a number key from 1 to 9 changes the distance a piece of clip art moves when you use the Arrow Keys. To move a piece of clip art the shortest distance (slowly), press 1, then use the Arrow Keys. To move a piece of clip art the farthest distance (quickly), press 9, then use the Arrow Keys. Numbers in-between will move at differing increments. Use the Arrow Keys or Mouse to move the clip art anywhere on the three panels.

Flipping Clip Art

You can flip any piece of clip art horizontally or vertically before you stamp it. To flip a piece of clip art horizontally, press the **H key**. To flip a piece of clip art vertically, press the **V key**.

Stamping Clip Art

Press Return or click the Mouse to stamp the clip art. The clip art will become part of your design. You may stamp multiple copies of the same piece of clip art, or a variety of different clip art. While in the selected category, you can press Delete to undo any clip art that you have stamped. Each time you press the Delete key, you will undo clip art in the reverse order that it was stamped. If a piece of clip art is stamped off of the edge of your panel(s), that is how it will appear and print.

When you press Esc, you will return to the **Load Clip Art Menu.** You can choose another clip art category or press Esc twice to return to the **Design Menu** and your panel(s) will automatically be saved.

> *NOTE: Delete will only undo the clip art stamped while you are working within a particular category. Once you leave a clip art category, by pressing Esc, you must use the eraser to "white out" the unwanted clip art. This will also erase sections of your background graphic.*

...Write

The Write function allows you to add text to your panel(s). Select **Write** from the **Design Menu**. (Insert the **Font Disk** (Disk 2, Side 2), if you're using 5.25", in any drive and press Return.) The **Go to which panel? Menu** will appear. Use the Arrow Keys or Mouse to move the black arrow to the panel number you want to place the text and press Return. After a pause, the **Load Type Style Menu** will appear.

There are seven fonts from which to choose:

BIG
CUT.OUT
SERIF
SMALL
SPANISH
STANDARD
THICK

Select a font. A Help screen will appear explaining the key commands needed to use with the Write function. Press any key to remove the Help screen.

> ***Note:*** *When you're typing with a large font (Big or Cut-out) or in outline, you may have to type slower so that the program can keep up and letters are not omitted.*

(Don't forget, just press **Open-Apple ?** to call it up the Help screen again.)

A blinking cursor will appear in the upper left-hand corner. Use the Arrow Keys or Mouse to move the cursor anywhere on the three panels. Begin typing. When you press Return, the cursor will return to the left margin where you began typing. Press Delete to undo unwanted text. Once you leave a font category, you cannot delete it; you would have to erase it.

Write Options

Open-Apple O - Outline: Pressing these keys before you begin to type will outline the letters that you type.

Open-Apple B - Bold: Pressing these keys before you begin to type will make all of the letters bold.

Open-Apple N - Normal: Pressing these keys before you begin to type will make the type return to its normal style.

Open-Apple C - Center: Pressing these keys will center any line of text that you have just typed. You can only center one line at a time.

Special key commands are needed to use the Spanish typestyle. By pressing the Option key and a letter, a Spanish form of the letter will appear (for example: é):

Press Option a	á
Press Option e	é
Press Option i	í
Press Option o	ó
Press Option u	ú
Press Option n	ñ
Press Option .	¿

Once you are finished typing, or you want to choose a different font, press Esc to return to the **Load Type Style Menu**. Press Esc twice to return to the **Design Menu**.

SPECIAL NOTE : *The text processor included with this program does not have word wrap or text insert capabilities. This is due to the fact that each letter is actually a piece of clip art. This is how we can offer you the unique capability of combining text and graphics in one design on an* Apple II System.

...Background Graphic

Select **Background Graphic** from the **Design Menu**. (Insert the **Backgrounds Disk** (Disk 1, Side 2), if using 5.25" disks, in any drive and press Return. If you are using the 3.5" disk, the **Load Backgrounds Graphics Menu** will appear. Press Tab.) Highlight the **Backgrounds** folder and press Return. You can return to the **Design Menu** by pressing Esc twice.

...Erase

Select **Erase** from the **Design Menu**. The Erase function allows you to erase graphics and text from your panel. The eraser is an adjustable solid block of white, which when stamped, will erase anything underneath it (including your background).

The **Go to which panel? Menu** will appear asking on which panel you want to erase. Select a panel number and a Help screen will appear. Press any key to continue. Press the Space Bar to view the various eraser sizes. Use the Arrow Keys to move the eraser to the part of the panel that you want to erase, and press Return. The part of the text or graphics underneath the eraser will disappear. The Delete key will "replace" what you have erased as long as you haven't left the Erase option. If you want to use the eraser on a different set of panels without exiting, press **G**. The **Go to which panel? Menu** will appear. Select a panel number and press Return. Your file will be saved and your panel selection will be opened. Press Esc to return to the **Design Menu** and to save your changes.

Now that you are familiar with the four functions of designing your panel, press Esc to go back to the **Options Menu**.

Add Panels

Select **Add Panels**. The **Add Panel(s) AFTER which Panel? Menu** will appear. Use the Arrow Keys to move the black arrow to where you want to add a panel and press Return. (If you choose "B", the panel(s) will be added before the first panel.) A message will appear asking "How many panels do you want to add?" (totaling no more than 18 on the 5.25" disk or 99 on the 3.5" disk). Enter a number. If you add more panels than your disk can hold, the number will disappear and you will be able to enter a new number. The program will pause as it adds the panel(s) to your file (the more panels you add, the longer it will take for the program to add to and rearrange the panels). It will then bring you back to the **Options Menu.**

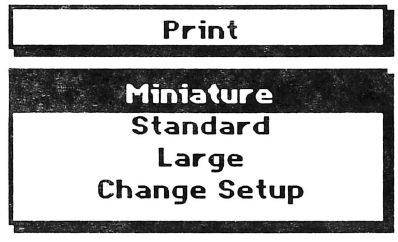
When placing an extension background, you will need to add a panel to your banner in order place it within a particular background. (For example, if you are adding **SCIENCE.RM.X** to **SCIENCE.RM.1.2.3**, you will need to add a panel after the second background panel.) To place an extension, select **Add Panels**. When the **Add Panels(s) AFTER which Panel? Menu** appears, select the panel number after which the extension will be added and press Return. (Refer to the Art-at-a-Glance booklet for information on the placement of the different extension backgrounds.) Once the panel is saved, you will be returned to the **Options Menu**. Select **Design My Banner** and load the extension background onto the blank panel.

Delete Panels

Select **Delete Panels**. The **Delete Panel(s) starting at? Menu** will appear. Use the Arrow Keys to move the black arrow to the panel you want to begin deleting and press Return. A message will appear asking "How many panels do you want to delete?" Enter a number (the more panels you delete, the longer it will take for the program to delete and rearrange the panels). If you enter a number higher than the amount of panels in your banner, the number will disappear and you will be able to enter a new number. After the panels are deleted, you will be returned to the **Options Menu**.

Print

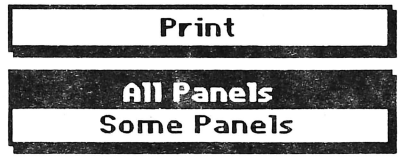
Select **Print** from the **Options Menu** and the **Print Menu** will appear offering four options:



You can choose any one of the three printout sizes by highlighting a size and pressing Return or clicking the Mouse button. Your Current Setup is displayed at the bottom of the screen. See **Print Options** for further information.

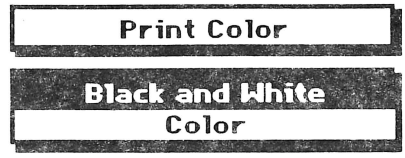
Print Options

Select a print size for your banner. A box will appear:



If you choose **Some Panels,** the **Start at what Panel? Menu** will appear asking where you want to begin printing. Using the Arrow Keys, move the black arrow to the panel number that you want to start printing at and press Return. The **End at what Panel? Menu** will appear. Select the panel number at which you want to end printing and press Return. This option allows you to print only parts of your banner at a time so that if you don't have time to print it at one sitting, you can continue at another time.

If you choose **All Panels**, the program will print your entire banner. A **Print Color Menu** will appear:



Highlight your selection and press Return.

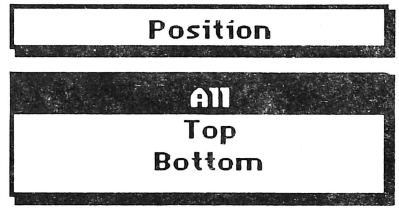
Select **Miniature** from the **Print Menu**. The **Position Menu** will appear offering these options:

It will print out nearly three panels per page.

> ***Helpful hint:*** *Select the miniature printout size and the* ***Top*** *position and choose to print only three panels. Scroll the print paper back to the beginning and then select the* ***Middle*** *position and so on, until you have printed three panels in all three positions. This would give you three strips of panels on only one page. This is ideal for creating comic strips (also a paper saving option).*

Select **Standard** from the **Print Menu**. The standard printout panel will fill an 8 1/2 x 11 inch page.

Select the **Large** size from the **Print Menu** and three options will appear:



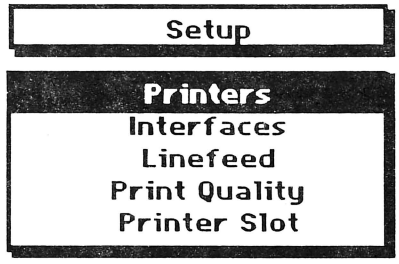
The **Large** size prints out in two strips. By choosing **All**, it will print all of your banner. By choosing **Top**, it will print just the top half of your banner and by choosing **Bottom**, it will print just the bottom half of your banner. This allows you to print just half of your banner at one time, because if you have a long banner, you may not have the time to print the whole thing out all at once.

A **Print Color Menu** will appear:

Highlight your selection and press Return. Check your setup and press Return again. A **Time Line** will appear with numbers 0 to 100. A cursor will begin at 0 and progress to 100 to illustrate the length of remaining printing time. Press Esc to cancel printing.

...Change Setup

To print out a panel, you must give the program specific information about the equipment you are using. This information is displayed in the **Current Setup Box** at the bottom of the screen. Select **Change Setup** to change the printer settings displayed in the Current Setup Box. The **Setup Menu** will appear with the following choices:



WARNING: If you don't have the correct setup and you try to print, the program will freeze. This means rebooting the program.

Choose each item you need to change. The arrow on the left side of the scroll box means there are more options to choose from. After you highlight an item, press Return and the **Current Setup** Box will display the changes you made. Press Esc to go back to the **Print Menu**. Pressing Esc again will bring you to the **Options Menu**.

Most Common Setups

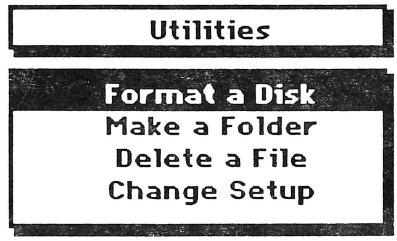
Computer	Interface	Printer
• Apple IIc	Apple IIc Serial Port	Apple Imagewriter
• Apple IIe	Apple Super Serial	Apple Imagewriter
• Apple IIGS	Apple IIGS Printer Port	Apple Imagewriter II
• Macintosh LC	Apple IIGS Printer Port	Apple Imagewriter II

Show Banner

Select **Show Banner**. This option will display a miniature version of the three panels you are working on (it will not be represented totally clear). A box below displays the amount of disk space your Banner Book uses. Press any key to exit. You will return to the **Options Menu**.

Utilities

Select Utilities to:



...Format a Disk

Select **Format a Disk**. A **Format Disk Menu** appears with a list of the slot and drive numbers. Insert your unformatted disk in a drive and choose the slot and drive number from the menu. Next, a file box will appear asking you to give your work disk a volume name. Type in a name and the program will format the disk and return you back to the **Utilities Menu**.

...Make a Folder

Files can be saved in *folders*. Select **Make a Folder** and the program will ask you to type in a name for your folder. You can make several folders on your work disk. Each folder can hold several files. (Once a folder is created, it cannot be deleted. Only the files can be deleted.) Putting your files into folders keeps your disk more organized and it will be easier for you to load and delete files. Type in the name of your folder and press Return. You will be returned to the **Utilities Menu**.

To create a file within the folder, press Esc twice and you will be returned to the **Main Menu.** Highlight **Make a Banner Book**. Enter the amount of panels you want your Banner to have and press Return. After a pause, the **Save Banner Book Menu** will appear. Highlight your folder's name and press Return. It will list the files you have in your folder. If you are entering your first file, "No Banner Book files" will appear inside the menu. At the blinking cursor, type in the name of your new file and press Return. The **Start With? Menu** will appear. See **Start With?** for more information.

...Delete a File

From the **Utilities Menu**, select **Delete a File** if you want to delete an unwanted file from your work disk. The **Delete Files Menu** will appear. Highlight the name of the file to be deleted, then press Return.* A message will appear asking to delete the file you specified." Pressing "**Y**" will delete the file and return you to the **Utilities Menu**. Pressing "**N**" will not delete your file and you will be returned to the **Utilities Menu**.

REMEMBER! *Once you delete a file, it is gone forever.*

...Change Setup

Select **Change Setup** to change the printer settings displayed in the Current Setup Box. See Change Setup on page 12 for further information.

Support

If you have technical questions or problems, call Toucan Software at 1-800-247-4641 (in Connecticut, Alaska and Canada call 203-674-8221). Defective disks will be replaced free of charge up to 180 days after invoice date. Disks damaged after 180 days may be replaced at $10.00 for the first disk and $5.00 for each additional disk in a program. Mail the damaged disk and appropriate payment to Queue at 338 Commerce Drive, Fairfield, CT 06430, for a prompt replacement.

Backup disks are available for $10.00 for the first disk and $5.00 for each additional disk in a program. Customers are limited to one backup disk for each disk purchased. Backup disks are for archival purposes only.

Never expose any computer software to excessive heat or cold. Do not leave your software near a strong magnetic field such as might be produced by an electric appliance, stereo, or speaker magnet. Always place your software in its sleeve when you are not using it. This will protect it from dust and fingerprints. Finally, never touch the exposed parts of the disk which are visible through the holes in the disk cover.

NOTE: The software you have purchased is sold for use on only one computer at a time. Use of this software on a network violates copyright law. In order to use this software on a network, you must contact your vendor or Queue, Inc. and obtain a contract signed by Queue. Pricing depends on the number of computers which will be on the network.

Banner Books™:
YOUR SCHOOL DAY

Creative Classroom Guide

What Makes Banner Books Special?

For the first time ever, on the Apple II platform, you can work on multiple screens (adding text and clip art) and print them out sequentially. With *Banner Books*™, you can create storybooks, comic strips, scrolls, classroom borders, activity/worksheets, make puppets, enhance story sequencing skills and more!

Banner Book Bonanza

Banner Books™ makes illustrating and writing on your computer easier than ever before! Now you can design many panels quickly and easily. The following activities offer specific ways for using the program in the classroom. These activities take advantage of all of the exciting features--wonderful graphics, word processing, scrolling panels, and printing in a variety of sizes. With this program, your students can design more than one panel at a time. This makes learning for them faster and easier, which translates into more fun. Students can work together or alone. These activities are designed to help your students learn in a wide variety of challenging and interactive ways. Activities can easily be adapted to fit your needs in terms of age and ability and computer availability.

Choose a writing theme and match it to a Banner Book form.

Banner Book Forms:

Banner Book Scroller

Here's a way for your students to present their stories to the entire class by creating their own "view master". With this easy-to-make scroller, your students will have an unique and interesting way to present their stories to the class.

Materials needed:

- shoe box with lid
- paper towel cardboard tubes
- rulers
- pens
- scissors
- crayons
- tape

1. Cut a slit at each end of the lid at 11 1/2 inches apart and insert a ruler into each.
2. Print out the Banner Book in the Standard size; trim edges if needed.
3. Tape the back side of the seams for reinforcement.
4. Tape the last page of the Banner Book to a paper towel cardboard tube, so that the bottom of the banner is level with the bottom of the cardboard tube and the printed side is right side up and facing outward.
5. Wind the pages on the cardboard tube until only one page is left.
6. Tape the page to a second paper towel cardboard center.
7. Place the tubes over the rulers that were poked into the lid so that the tube that is connected to the first page is on the left side.
8. Cut an "X", on two parallel sides, on the top of each tube. Insert a pen (recap pen after inserting), an unsharpened pencil, or a straw (to serve as a rod) through each tube.
9. Test the scroller by turning the left tube, using the rod as a turning device, clockwise. If the pages do not scroll easily or tight enough, reinsert one of the rulers either closer or farther apart until the scrolling is smooth. Make sure the tubes are not bent, or they may get caught on the rulers.

Accordion Book

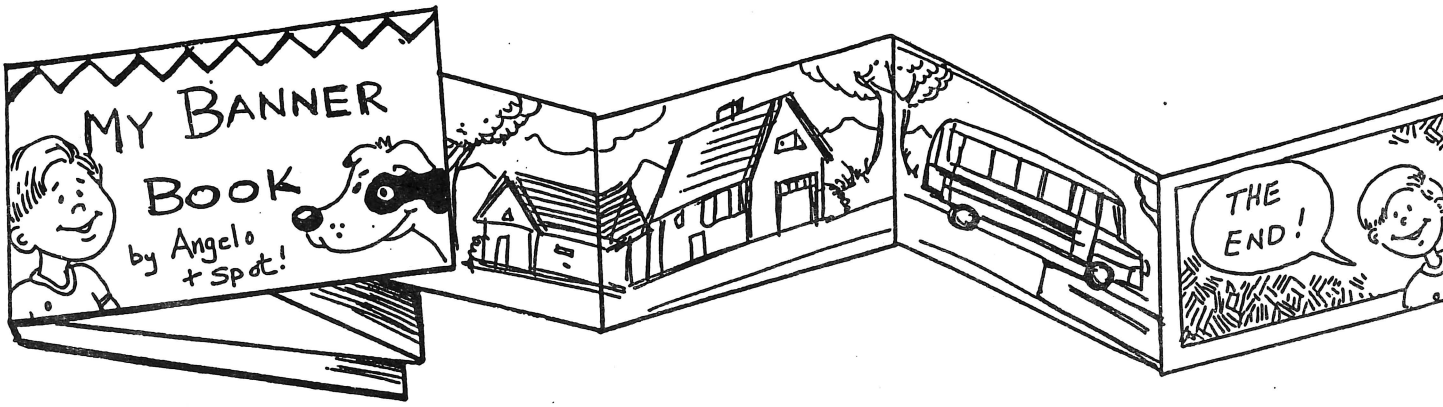
The *Banner Book* program lets your students print out multiple panels over continuous pieces of computer paper. The folded printout opens and closes accordion-style to offer a new and exciting way for your students to present their writings.

Have your students write and illustrate a Banner Book including a cover page and a "The End" page (some samples are included in the backgrounds) and print it out in the Standard size.

Materials needed:

- 9" x 24" cardboard
- Glue
- paint, crayons, or markers

1. A cover can be made out of cardboard, oaktag, etc., 9" by 24" and folded in half. Students can design their covers by printing out clip art and pasting it onto the cardboard cover, painting their own cover or using one of the background graphics from the program.
2. Open the cover and paste the first page of the Banner Book onto the inside front cover. Neatly fold the remaining pages on top of the first page.
3. The story will now unfold like an accordion.



Screen Scrolling

This is the most obvious, yet convenient way for your young authors to present their stories. The story panels scroll by, on screen like a video game.

1. When a student is ready to present a Banner Book, load the file from the work disk.
2. Use the arrow keys to scroll from one panel to the next on the screen.
3. The author can read it to the class.

Diorama

Your students can design a background that is fun to look at and creative. This form brings 3-dimension to your students' illustrations.

Materials needed:

- Shoe Box
- Glue
- Crayons or markers

1. Choose and print out a background in the Standard size.
2. Color and mount to the inner backside of a shoe box.
3. Stamp clip art onto a blank background and print out in the Standard size.
4. Cut out the clip art, leaving an extra inch of paper below each piece and color.
5. Fold the extra piece of paper as a support so that they stand up and paste the "standing" clip art to the "floor" of the shoe box.

Classroom Borders

You can add "book borders" to your classroom. Or decorate your hallway with a long tale and give students something to read while waiting in the cafeteria line.

1. Print out your student's Banner Book in the Large size (this will print each panel two pages wide) and trim the perforated edges.
2. Tape the two strips together.
3. Display along your walls like a border.

Comic Strips

Your students can create comic strips, making writing and reading even more fun.

1. Have your students print out their Banner Books in the "Miniature" size and select "Some Panels". Print out three panels and choose the "Top" option.
2. Roll the paper back to the beginning of the page.
3. Repeat step one, except choose the "Middle" print option this time and the "Bottom" print option the next time. There should be nine panels on one piece of paper.
4. Start at step one for every new page printed.
5. Or, they can print out their book as one continuous strip.

Banner Book Activities:

Story Starters

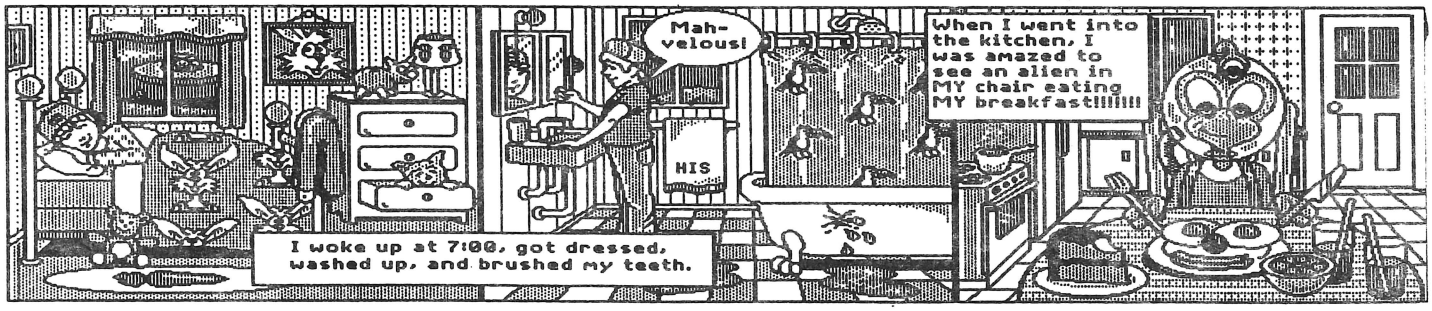
My School Day

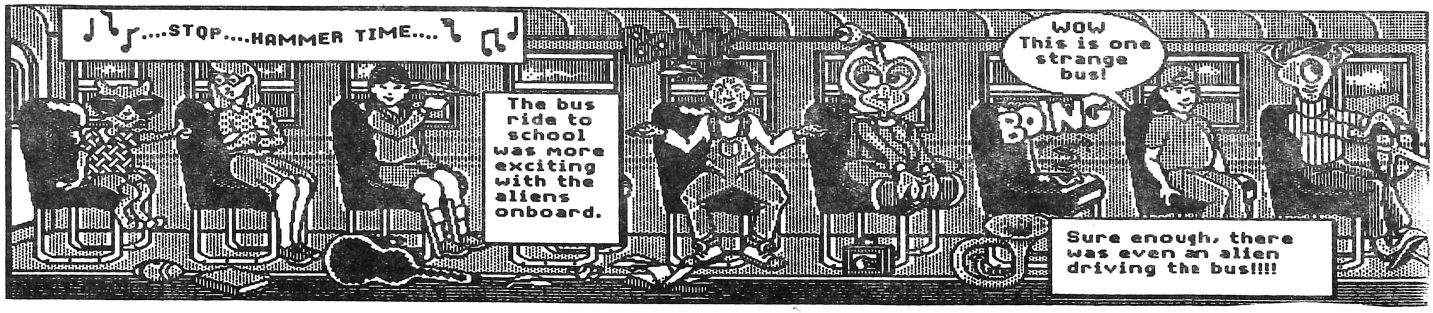
Have students describe a typical school day, starting with when they wake up. Backgrounds include a kitchen scene, where students can decide what they want for breakfast, a school bus with "never-ending" seats, and a classroom with a blackboard a mile long! This activity is ideal for teaching story sequencing skills.

As an alternative activity, have students illustrate and write a "mixed up" day. Print out the banner and display it on the bulletin board. Have students number the "mixed-up" panels in the correct order to put their day back in proper sequence.

Eek! There's Aliens Everywhere!

Your students wake up, wash their face and brush their teeth, and walk downstairs to the kitchen. Surprise! There at the kitchen table is an alien eating breakfast! But that's just the beginning. Imagine the excitement of a bus ride to school with an outer space alien at the wheel. Then, using the classroom background and our friendly alien creature, they now discover that their classroom has also been taken over by out-of-this world teachers. Now that's something to write about!


Mah-velous!
HIS
When I went into the kitchen, I was amazed to see an alien in MY chair eating MY breakfast!!!!!!!
I woke up at 7:00, got dressed, washed up, and brushed my teeth.


....STOP....HAMMER TIME....
The bus ride to school was more exciting with the aliens onboard.
WOW This is one strange bus!
BOING
Sure enough, there was even an alien driving the bus!!!!

Food for Thought

Lunch is a social activity when students get together with their friends and share stories and ideas while they eat. Using the cafeteria background, have students write and illustrate a lunch time adventure!

The children lined up for lunch.
They say the food here is not half bad. Bon-Appetit.
SPECIALS
Tater-tots!!!!
10¢
The food was served by a huge lion in a chef's hat.
Gerry was first in line, so he got the best food.

Science Experiment

Using the Science classroom background, students can "set up" their own real or imaginary scientific experiments and write about them:

- How can you show that the particles in a liquid are moving?
- How does soap change oil?
- How can you clean water?
- How can you make yourself invisible?
- How can you turn your best friend into a cat?

Teacher for a Day

Students will get a real kick out of this "turnaround" day activity.
What would they do if they were the teacher? What subject(s) would they teach? How would they keep the class interested in what they teach? Would they assign a lot of homework? Would recess last all day long?

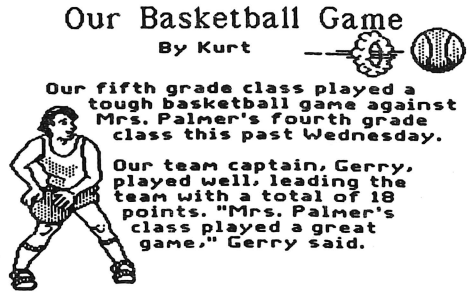
School Reporter

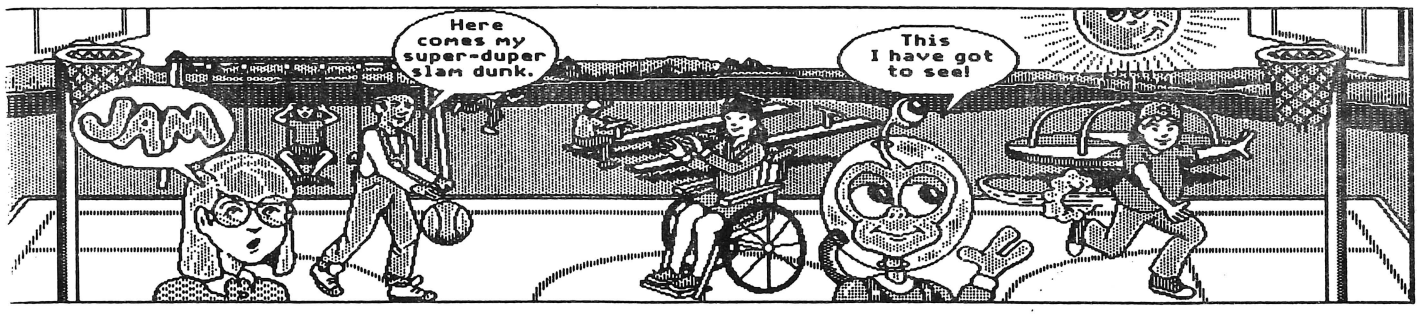
Have your students choose a topic that involves their school or classmates. After researching the topic, they can write and illustrate their report. Print out their Banner Book and hang it up in the hallway for everyone to read and enjoy.

Sports Column

Writing about sports activities requires students to use a different writing style. Have them read the sports page or sports magazines to learn about this style of writing. Have a class discussion and point out certain types of phrases or "buzz words" used. Next, have the class write and illustrate a sports report.

- Select the Playground background and add clip art to illustrate a basketball game.
- Write a sports article based on a make-believe game.
- Follow one main idea throughout the article (i.e. the center's blocking made the game close). This is called your "angle".
- Include a lead paragraph that answers the who, what, where, when, why and how.
- Make up names for the top players and their statistical totals.
- Make up quotes from players and coaches.


Our Basketball Game
By Kurt
Our fifth grade class played a tough basketball game against Mrs. Palmer's fourth grade class this past Wednesday.
Our team captain, Gerry, played well, leading the team with a total of 18 points. "Mrs. Palmer's class played a great game," Gerry said.



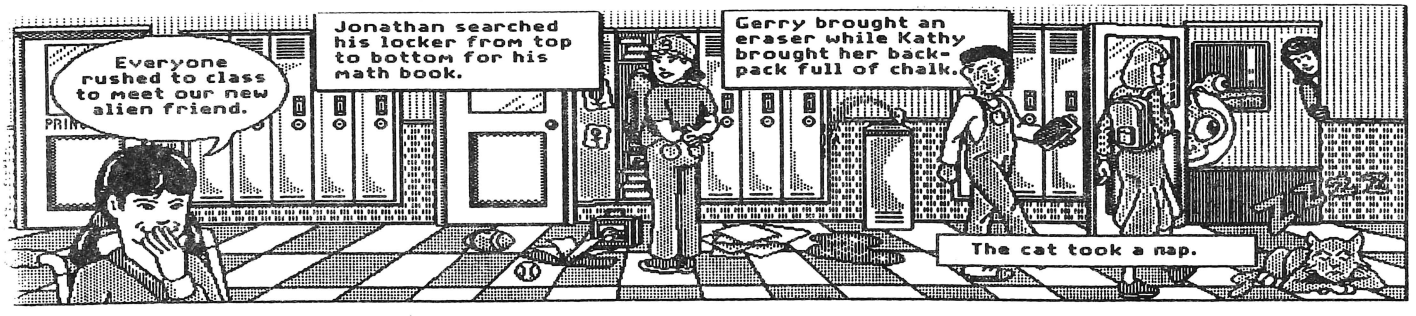
Characterization, Plot and Mood....

Character Development: This program features six main characters. Each character is drawn in a variety of positions which offers an ideal venue for teaching character development. Students can identify with the characters, giving each character a name and a personality that will dictate the direction of their storyline.

Mood: Create a Banner Book with several backgrounds and a variety of clip art. Have students use as many adjectives or descriptive clauses as they can to describe the mood established by the scenes.
Or give the students a list of adjectives or descriptive clauses and have them create panels that reflect the mood of those terms.

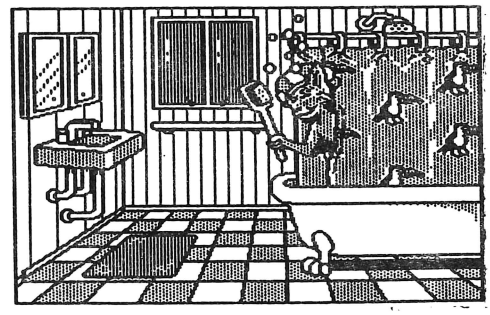
Plot: Have students look through the Art-at-a-Glance booklet to come up with ideas based on the graphics provided. After this prewriting stage, have individuals or small groups develop an outline for a complete story. They can sequence the plot and plan out the events on paper before they get onto the computer.

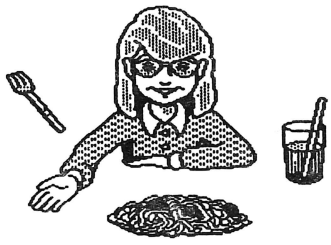
Narrative: Let students create a story using the foreground characters to describe the events of the story, this character becomes the narrator.
Type on the screen or use speech bubbles. Explore the use of first person narrative and observer narrative.

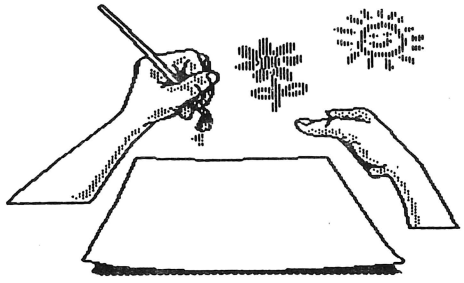

Everyone rushed to class to meet our new alien friend.
Jonathan searched his locker from top to bottom for his math book.
Gerry brought an eraser while Kathy brought her back-pack full of chalk.
The cat took a nap.

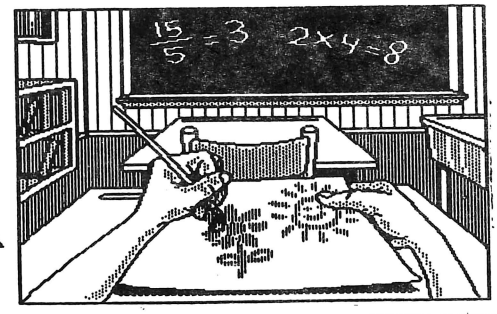
Creative Hints

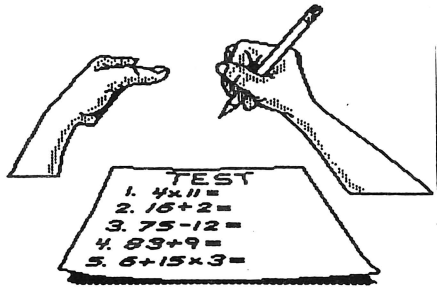
Interactive Clip Art:
We're proud to call our clip art "interactive". What does that mean? The zany artists at Toucan have created various pieces of clip art designed to "interact" or mesh with specific backgrounds. Some of these clip art concepts are obvious, while others are not. The creative samples below will demonstrate specific interactions. Enjoy!

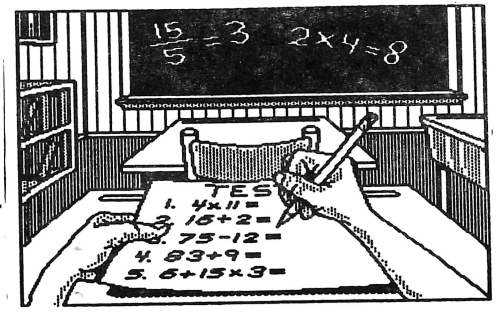






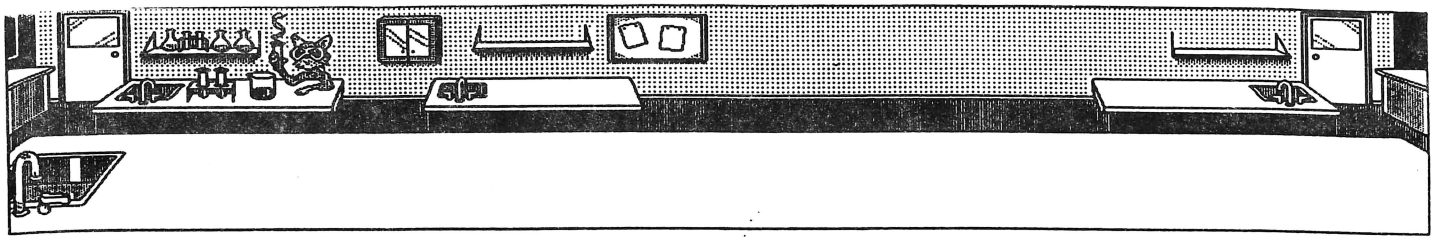






Background Extensions:

Several backgrounds have additional sections which we have termed "background extensions". These backgrounds were specifically designed as extensions to existing backgrounds to offer more room for writing and illustrating. Each extension fits between a certain panel #. (Please refer to the Art-at-a-Glance booklet.)

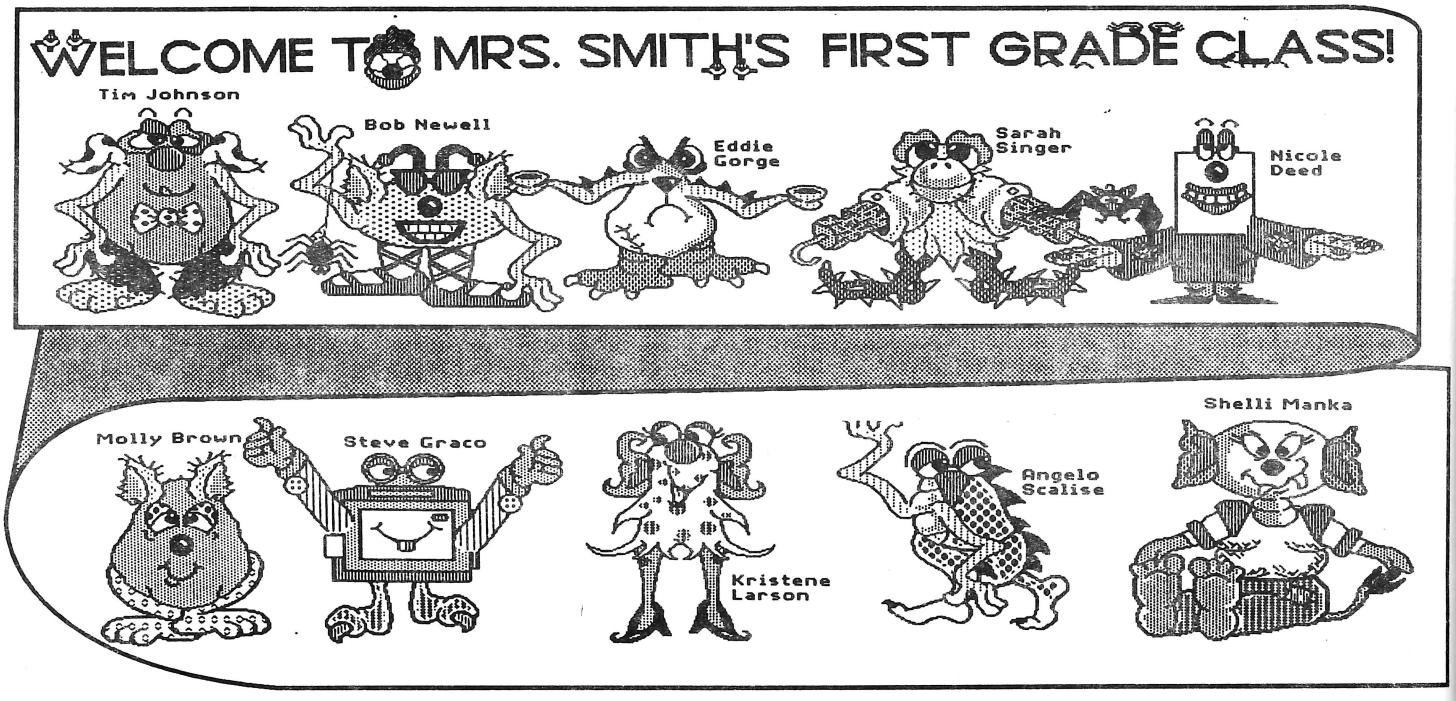


Fun With Text!

The text processor included with the program does not include insert, word wrap and delete capabilities because it is graphic based. This means each letter is treated just like a piece of clip art. This feature allows you to do some creative things with text: shaped text, combine typestyles, the ability to type around pictures and even place clip art on your text!

Compatibility with The Creative Writing Series

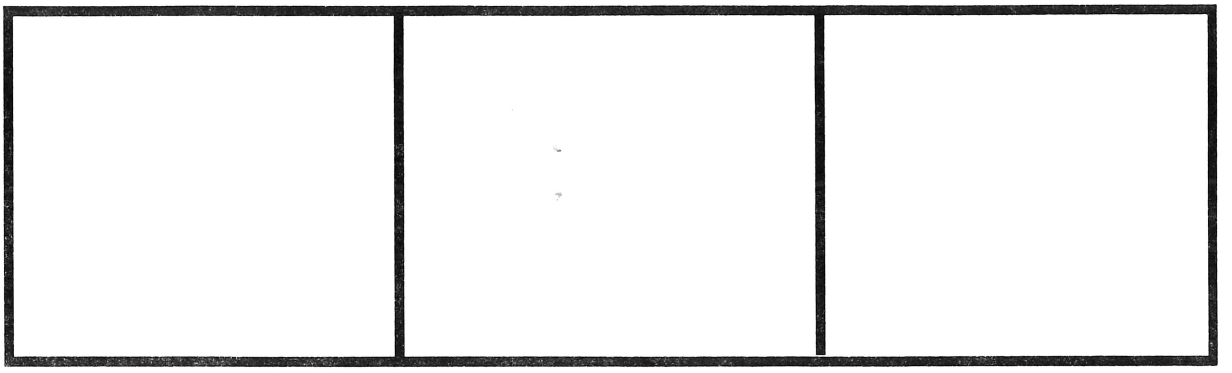
The Banner Book program is an excellent utility to use with any of The Creative Writing Series titles. The special horizontal scrolling function, combined with the ability to design and print multiple screens at a time, offer a whole new way to write, illustrate and publish books. You can use saved backgrounds from any of these titles or use just clip art.

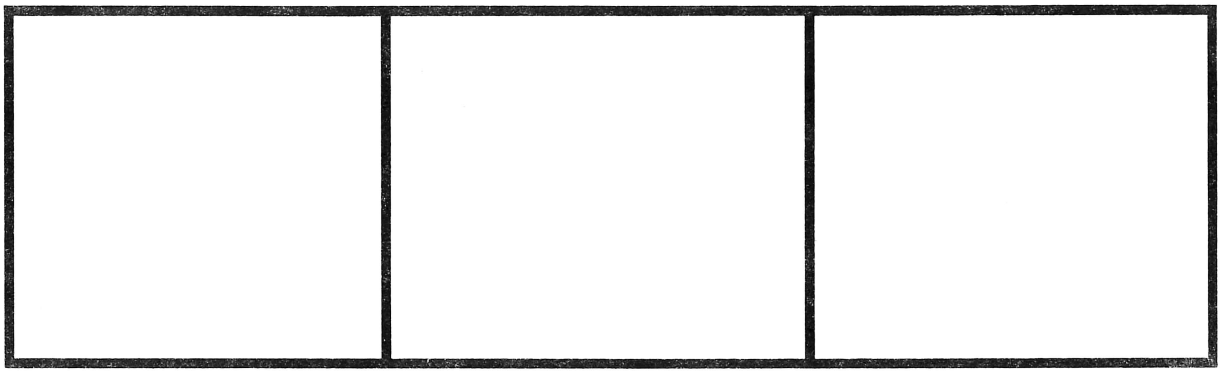


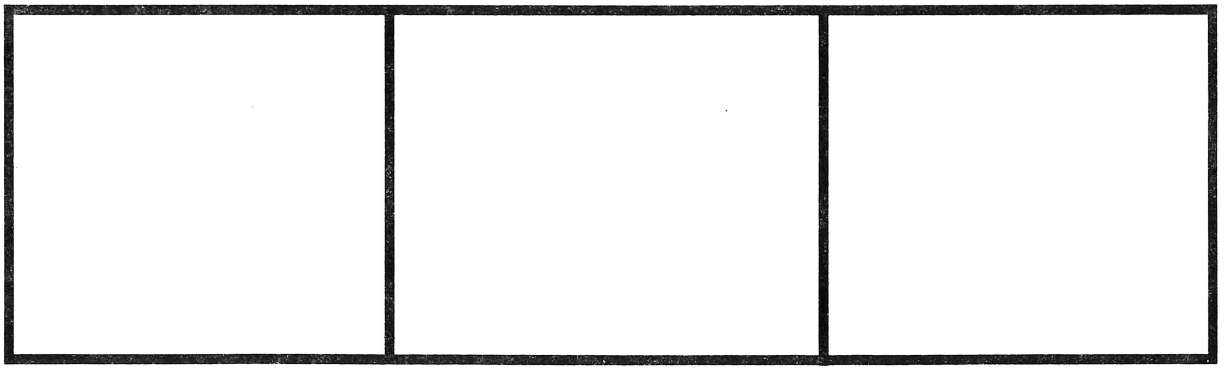
The Banner Planner:

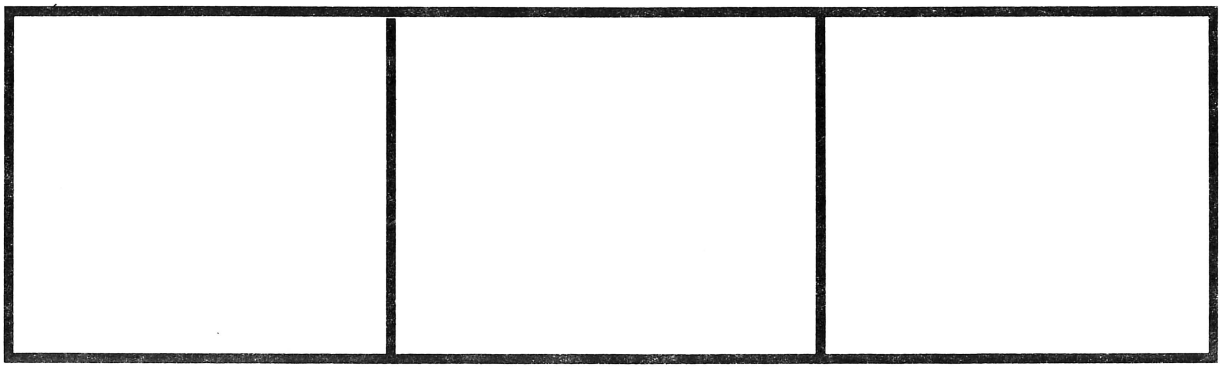
On the next page is a time-saving outline created to help you organize your banner book panels before designing them on the computer. With this planner, you and your students will be able to keep track of the placement of your individual panels. This outline will also allow you to check and pre-approve students' storylines. A sample page is provided to give you an idea of how it can be used.

Banner Planner

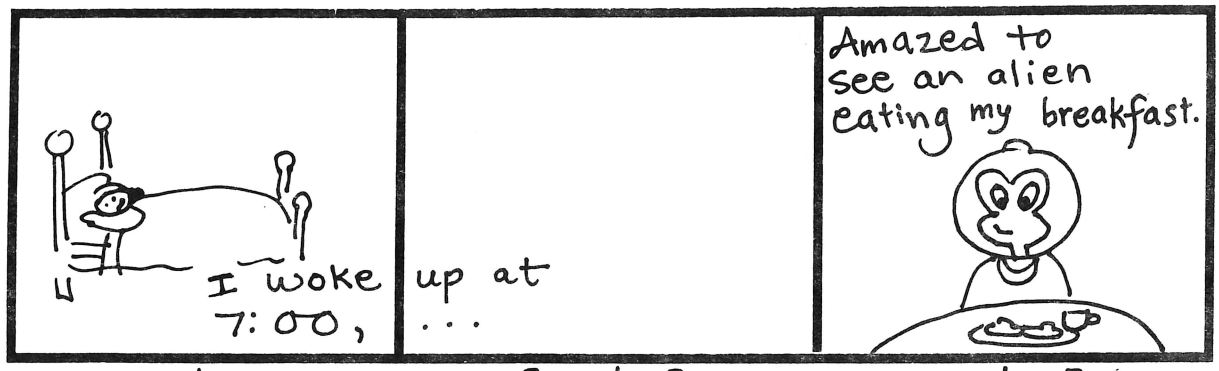




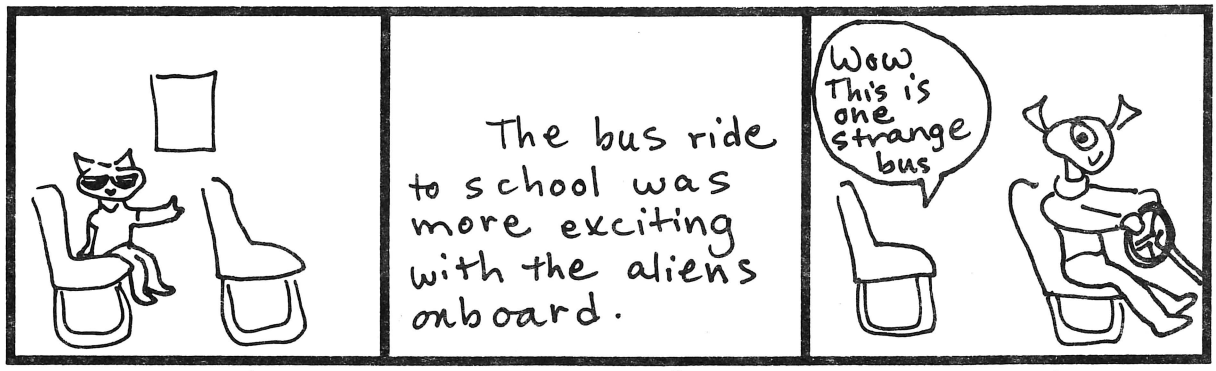




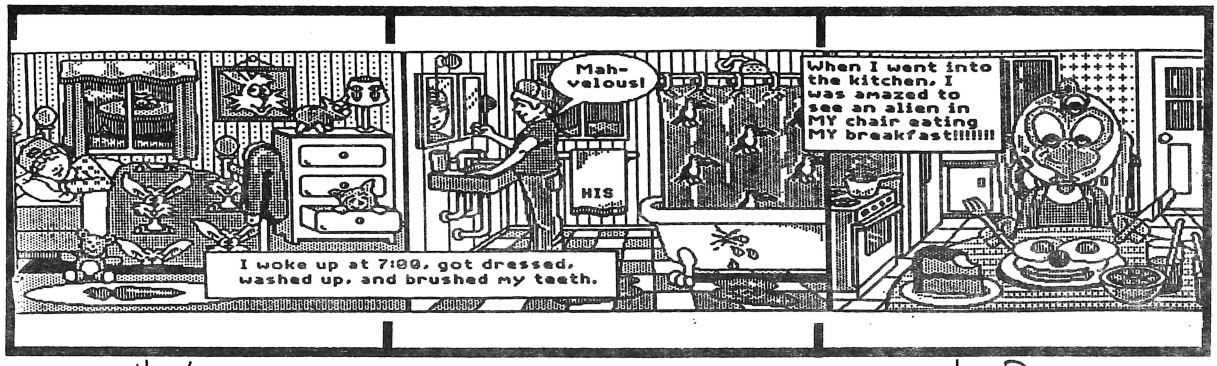
Banner Planner



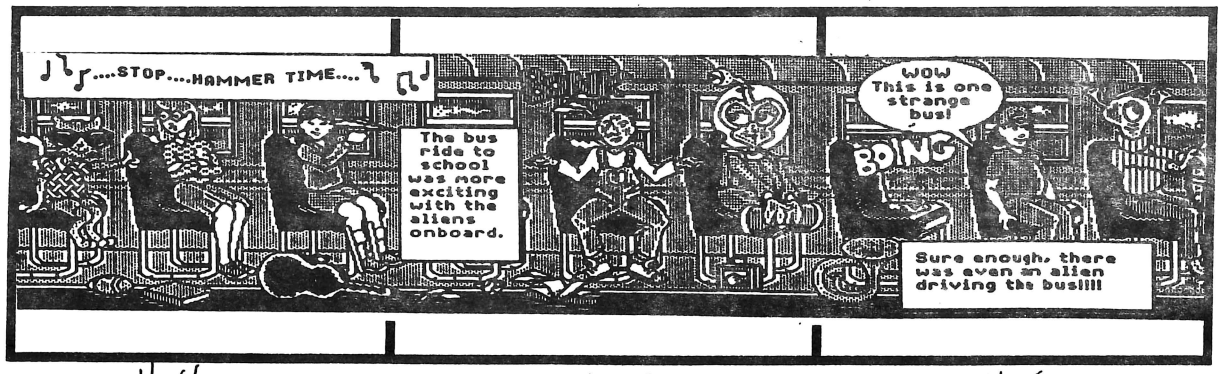
Panel 1 | Panel 2 | Panel 3



Panel 4 | Panel 5 | Panel 6

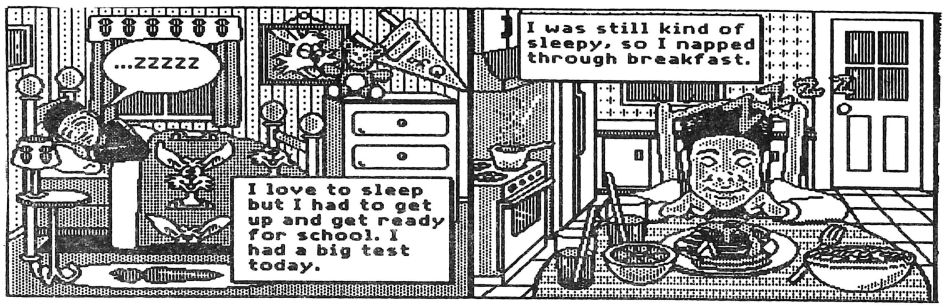

I woke up at 7:00, got dressed, washed up, and brushed my teeth.
Mah-velous!
HIS
When I went into the kitchen, I was amazed to see an alien in MY chair eating MY breakfast!!!!!!!!

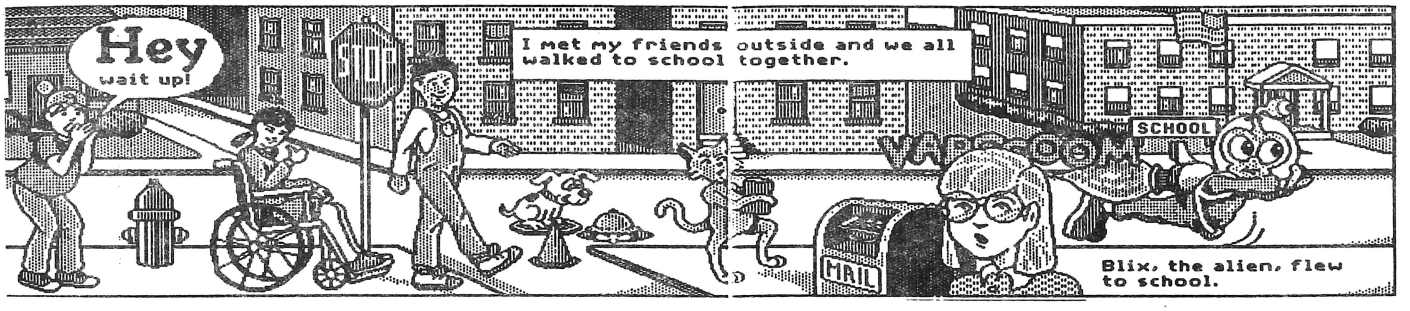
#1 | #2 | #3

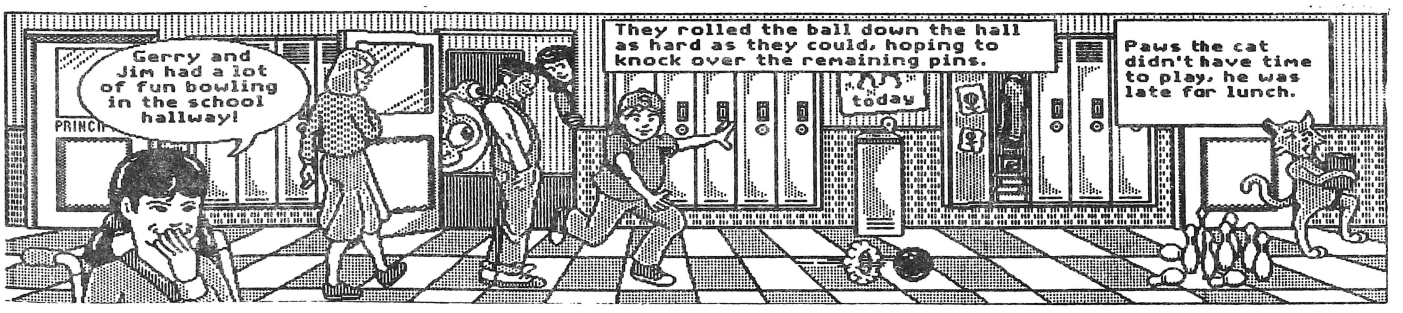

♪♪♪....STOP....HAMMER TIME....♪♪♪
The bus ride to school was more exciting with the aliens onboard.
WOW This is one strange bus!
BOING
Sure enough, there was even an alien driving the bus!!!!

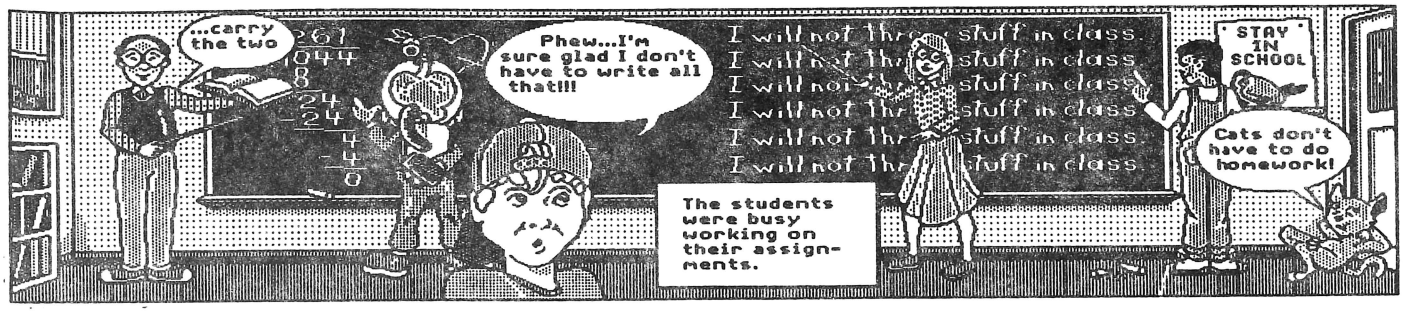
#4 | #5 | #6

SAMPLES


...ZZZZZ
I love to sleep but I had to get up and get ready for school. I had a big test today.
I was still kind of sleepy, so I napped through breakfast.


Hey
wait up!
STOP
I met my friends outside and we all walked to school together.
SCHOOL
MAIL
Blix, the alien, flew to school.


Gerry and Jim had a lot of fun bowling in the school hallway!
They rolled the ball down the hall as hard as they could, hoping to knock over the remaining pins.
today
Paws the cat didn't have time to play, he was late for lunch.


...carry the two
Phew...I'm sure glad I don't have to write all that!!!
I will not throw stuff in class.
STAY IN SCHOOL
Cats don't have to do homework!
The students were busy working on their assignments.

Toucan Software *presents...*

The Banner Book Series™

On the Street Where You Live™

Children can write about real and imaginary people and places in their community as they stroll through their community and their storyline!

WRITING ACROSS AMERICA™

Travel or scroll across America. Students can write about trips from the "Big Apple" or to the Grand Canyon.

All Along the Alphabet™

Students can scroll through the alphabet, adding all kinds of characters and props. What would a cowboy hat look like on the letter "C" or a hippopotamus hugging the letter "H"? Using speech bubbles or the text processor, students can write their own ABC stories too!

Hiking Through Habitats™

Hike through various habitats adding the appropriate plant and animal life. This program is ideal for writing reports about the various ecosystems, pollution, wildlife, and more!

All of these programs are available for a FREE 30 day preview! Network versions, Site License and Lab Packs are also available.

For a free catalogue or for additional information call 1-800-232-2224 or (203) 335-0906 (CT or overseas)